

**Spring Fever**  
**3 on 3 Basketball Tournament Rules**

**PRE-GAME**

1. All games may start and be completed with any number of players (3,2,1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason.

**OFFICIALS**

1. **Officials will be making all calls.**
2. The Court Monitor/Official has absolute authority to control play on his or her court, including the right to ‘sit’ a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament.

**ROSTERS**

1. The official waiver & roster submitted at check-in represents the only participants allowed to compete for any given team.
2. Players are not allowed to be added after check-in even if someone is injured. Teams are encouraged to have four players on their roster.
3. Players are allowed to compete with only one team for the entire tournament.
4. A maximum of 4 players are allowed on a roster.

**OFFICIAL GAMETIME**

1. Game Time is Forfeit Time

**TIME LIMIT/SCORING**

1. A field goal is worth 1 point.
2. A successful goal from behind the “3-point arc” is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. **Point Goal 3<sup>rd</sup> – 6<sup>th</sup> Grade: 15 points win by 2, up to a maximum of 20 points.** If the team is up by 1 when the time limit runs out the team winning is declared the winner, win by 2 will not apply.
4. **Point Goal 7<sup>th</sup> Grade – Adult Division: 18 points win by 2, up to a maximum of 25 points.** If the team is up by 1 when the time limit runs out the team winning is declared the winner, win by 2 will not apply.
5. **All games will have a 25-minute time limit.** The official starting time will be recorded by the Court Monitor on the score sheet. (The “official time” will be stopped only during timeouts – regular and/or injury.)
6. The team leading at the end of the 25 – minute time limit will be declared the winner.
7. **If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Court Monitor will flip a coin to determine team possession. The first team to score will win the game**

**TIME-OUTS AND SUBSTITUTIONS**

1. **Each team is allowed one (1) one minute time-out per game.**
2. If play is stopped by a teammate or Court Monitor to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

### **LIVE BALL / DEAD BALL / POSSESSION**

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will go to the defense.
4. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play. The offensive player has 5-seconds to pass the ball inbounds to a teammate. If the player cannot get the ball inbounds by 5-seconds, it will be a turnover and the offensive team loses possession.
5. All fouls (previous to bonus) and violations will be played out-of-bounds at the top of the court.
6. A ball out-of-bounds will be taken out at the top of the court.
7. The ball must be “taken back” to the marked line (2-point arc) on the court on every change of possession. “Taking back” means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official or player will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back” the foul will be honored; however, no points will be awarded.

### **FOULS AND FREE THROWS**

All Shooting fouls will be handled in the following manner:

1. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
2. **When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.**

NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line

Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:

3. If the free throw is made, possession goes to the defensive team.
4. **If the free throw is missed, the offensive team retains possession.**
5. If a foul is committed as time expires, a free throw will be awarded to the fouled player.
6. All free throws are dead balls.

### **TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS**

Technical fouls may include:

A Contact Foul intended to hurt an opponent.

Vulgar or verbally abusive behavior

Other misconduct deemed inappropriate by the Court Monitor (e.g. intentionally kicking the ball, etc....) or

A contact foul designed to neutralize an opponent’s obvious advantageous position.

**PENALTY:**

A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the



line when initiating and completing the attempt. The Team Captain may designate the player to shoot. The Offended Team will retain possession of the ball whether the shots are made or missed. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the player(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

A Technical Foul will be counted as a Team Foul.

## **MISCELLANEOUS**

1. All 3<sup>rd</sup> – 6<sup>th</sup> grade boy's and girl's divisions will use the 28.5 size basketball.
2. All 7<sup>th</sup> grade girls – adult women's divisions will use the 28.5 size basketball.
3. All 7<sup>th</sup> grade boys – adult men's divisions will use the 29.5 size basketball.
4. Teams may only have 1 coach on the sideline with them during their game.